

Montana Interactive Arts Fall Midterm Installation Presentation

*Cybernetic System as
Interactive Installation*



Installations: 4pm – 7pm

Monday, October 15th, 2018 throughout McGill Hall

The installations presented tonight come from students working with Prof. Michael Musick in his *Interactive Art 1 (Installation)* – MART 340 course.

GALILEO'S EYE

MAX AUDIO VISUALS

**Benjamin Agosto, Thomas Clark
Jack Lawless & Mike Stevens**

Media Arts PC LAB, 126

He was the greatest contributor to our understanding of sound.

A Study in Test Anxiety

<< Thé Testy Ones >>

**Kaitlin Clifford, Constance Darlington
Conner Kruger-Morrison & Jack Stob**

Media Arts MAC LAB, 127

Colors of Sound

**Tobin Long, Morgan Sarmento
& Lindsey Sewell**

Seminar Lab #2, 227

An Inorganic Environment

**Jude MacDonald,
Gabrielle Tusberg
& Christopher Warchesiak**

Seminar Lab #1, 228

Project Prompt

Create an interactive system that exists in a space. This system should take input from the space and produce output that is based on that input. This system should take a variety of forms of inputs and create various outputs. Think of these different inputs and outputs as *behaviors*. Your system could be living, breathing and constantly changing. The interaction must be meaningful with the content and the output should be engaging.

The critique will happen in physical space. It will not be you clicking on your laptop to make *things* happen. The input and the output must have space in-between, that is utilized conceptually. This can be playful, deeply conceptual, or an investigation of something.

Craftsmanship is important in this piece, as it is not a simple technical exercise. This is not just about a successful technical interaction with software. I expect you to dig deeper than that and to use this system to illustrate a concept. I am looking for a portfolio level piece.

Explore and utilize techniques that interest you with regard to input and output, whether that is physically or conceptually. You should use individual sketches as the building blocks to your project, which is then a deeper and more thorough investigation of these techniques with an articulated concept that is driving the process of creation.

Your outputs could be visual (graphics, video) or sonic. Your input's could utilize the camera as a sensor and/or physical sensors in the space, or data streams from other means.

Treat each element of your system different. Get each one technically working and working independently. Then, bring the various elements together to work.

Thank you for coming to the Montana Interactive Arts Fall Midterm Installation Presentation.

Please join us for the full fall Montana Interactive Arts Showcase back here in McGill Hall the night of Monday, December 3rd.
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The *Montana Interactive Systems & Sonic Arts Lab* (MISSAL) is looking for students who want to collaborate, create large projects, participate in research, and shape the future of art. If you are interested in taking classes within these areas or being a part of this lab, please speak with Prof. Michael Musick about possible opportunities. (michael.musick@umontana.edu)

The School of Media Arts director is Mark Shogren

